decentralize community

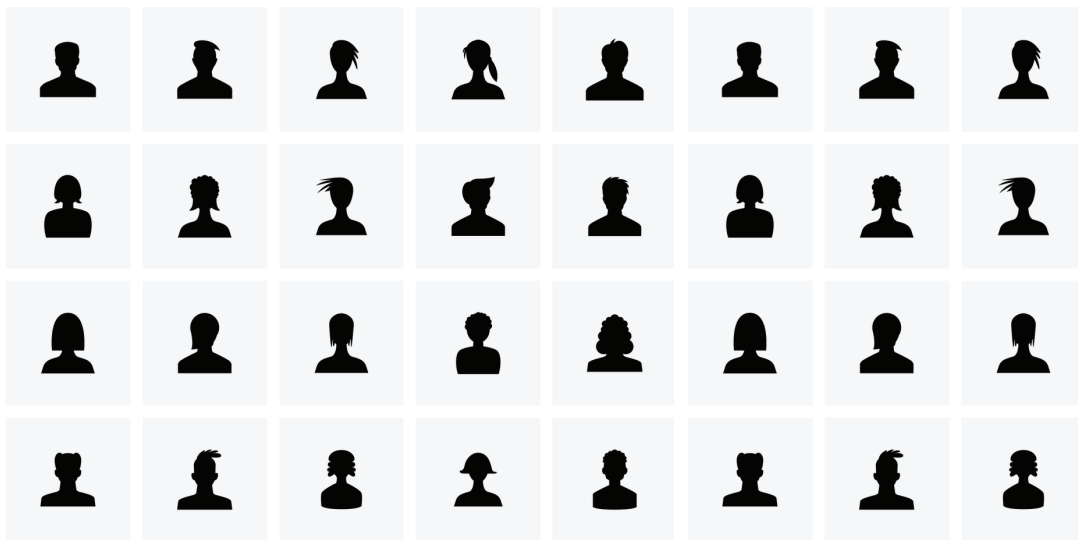## a tool for co-designing value exchange systems

decentralize community
a tool for co-designing value exchange systems

It refers to a process aiming to support communities and initatives which want to develop alternative and horizontal value exchange systems by using blockchain technologies. It includes a role play game and a sequence of canvases in order to: develop collective rules that meet community's needs and interests, re-think and raise awareness on ethical and political issues of technology use, and more importantly to empower participants to co-produce social innovation.

Decentralization is the process by which the activities of an organization or community, particularly those regarding planning and decision making, are distributed or delegated away from a central, authoritative location or group. The scope of the included process is to give space and time to participants to think beyond the economic barriers of our realities and create new incentives for involvement by replacing the factor profit with the element of common value. The role play game is just a simulation to create content of possible scenarios of relations developed between stakeholders. On these scenarios you will collectively work to find appropriate use cases and generate some general rules for your new system. Keep in mind that in some occassions it could be useful to be provocative and designate "for profit" behavior in order to protect your system in advance from possible "malfunctions".

In the mid-1800s Tocqueville wrote that the French Revolution began with "a push towards decentralization ... [but became,] in the end, an extension of centralization." **Be carefull!**

Just some categories of actors. They could be used as inspiration for the role play game or as provocations for conditions you would prefer to avoid in your community.

Homo economicus is the portrayal of humans as agents who are consistently and narrowly self-interested, and who pursue their subjectively defined ends optimally.
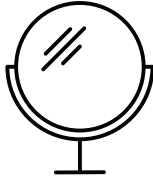
Homo sociologicus is largely a tabula rasa upon which societies and cultures write values and goals; unlike economicus, sociologicus acts not to pursue selfish interests but to fulfill social roles.

Homo reciprocans is the concept in some economic theories of humans as cooperative actors who are motivated by improving their environment through positive reciprocity (rewarding other individuals) or negative reciprocity (punishing other individuals), even in situations without foreseeable benefit for themselves.

Homo cooperativus is the portrayal of human in the so-called sustainable economy, who has willingness to help, to act unselfishly and he/she has dependance on an environment of trust. The main principle is the development of cooperation and responsibility.

03

set some rules

It is time to work on the value exchange system. Rethink all the deals made during the local market game. Try to find potential problems and set rules to deal with them. Also try to find deals that can be useful patterns. These will be the backbone of your new value exchange system. Do not forget inflation!

01

self-test

Do not anticipate any conclusive results.

game preparation

In order to start playing the local market game, you need to have a symbolic coin for the cases that exchange of goods or services is not possible. Use pieces of branches as your local currency and collectivelly decide its name.

the important part

04

The process to decentralize community is coming to an end. First of all you have to see the big image of your system through the mapping of the exchange chain. Then, you have to agree on what is good or bad. Every value exchange system has an impact on the behaviour of its actors. What are the ethical values your community want to co-produce? The real challenge is just in the beginning.
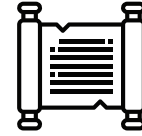
02

the local market game

Be yourself and offer goods, resources or services in the local currency. Think of transactions that can benefit the park and the local community. Try to make transactions with other stakeholders. Can you agree?

the proposed duration of the workshop is 5 hours. It can be implemented also in two different sessions by leaving the important part of **canvas 04** *for the second workshop.*
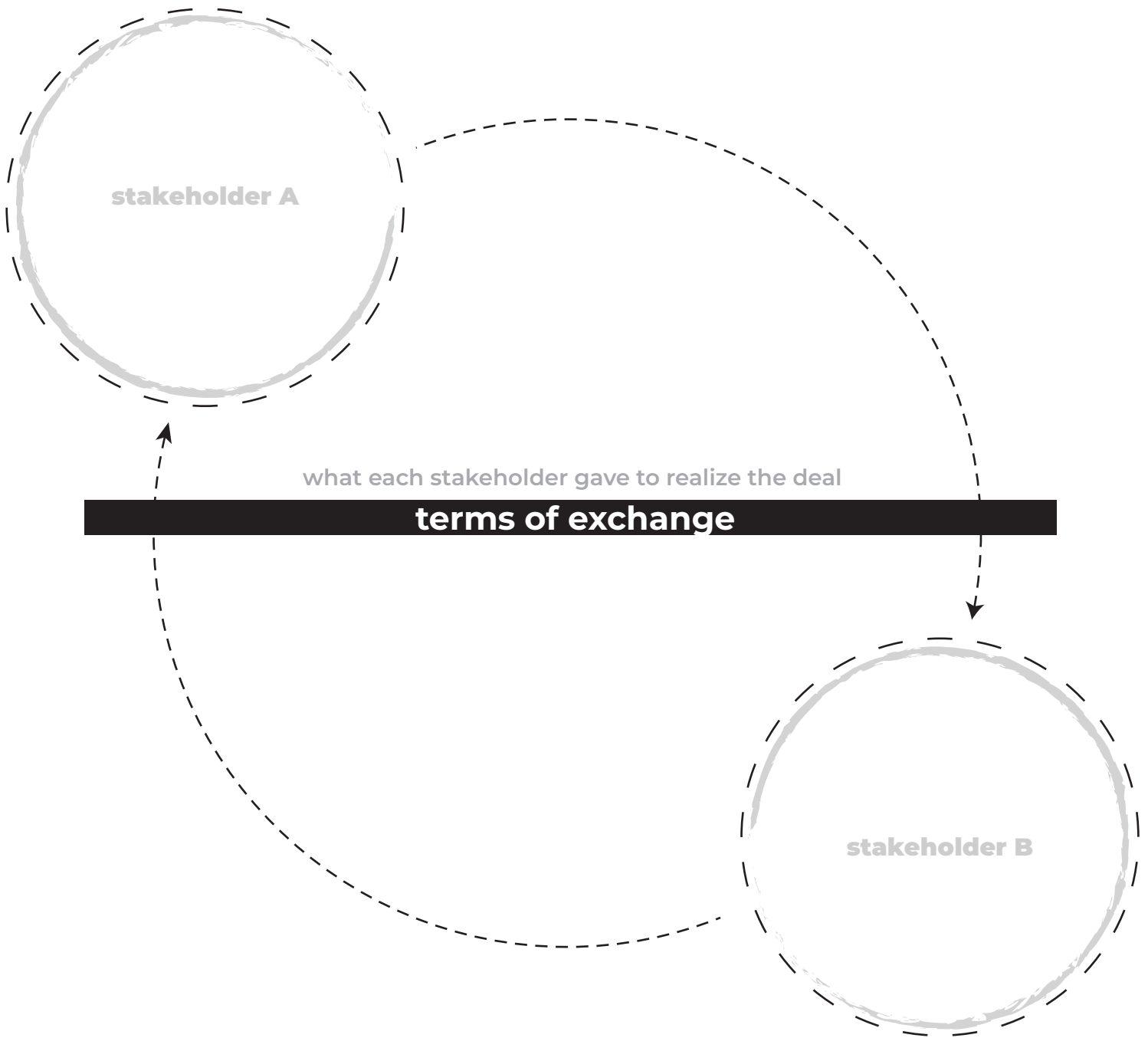
NEEDS

EXPECTATIONS
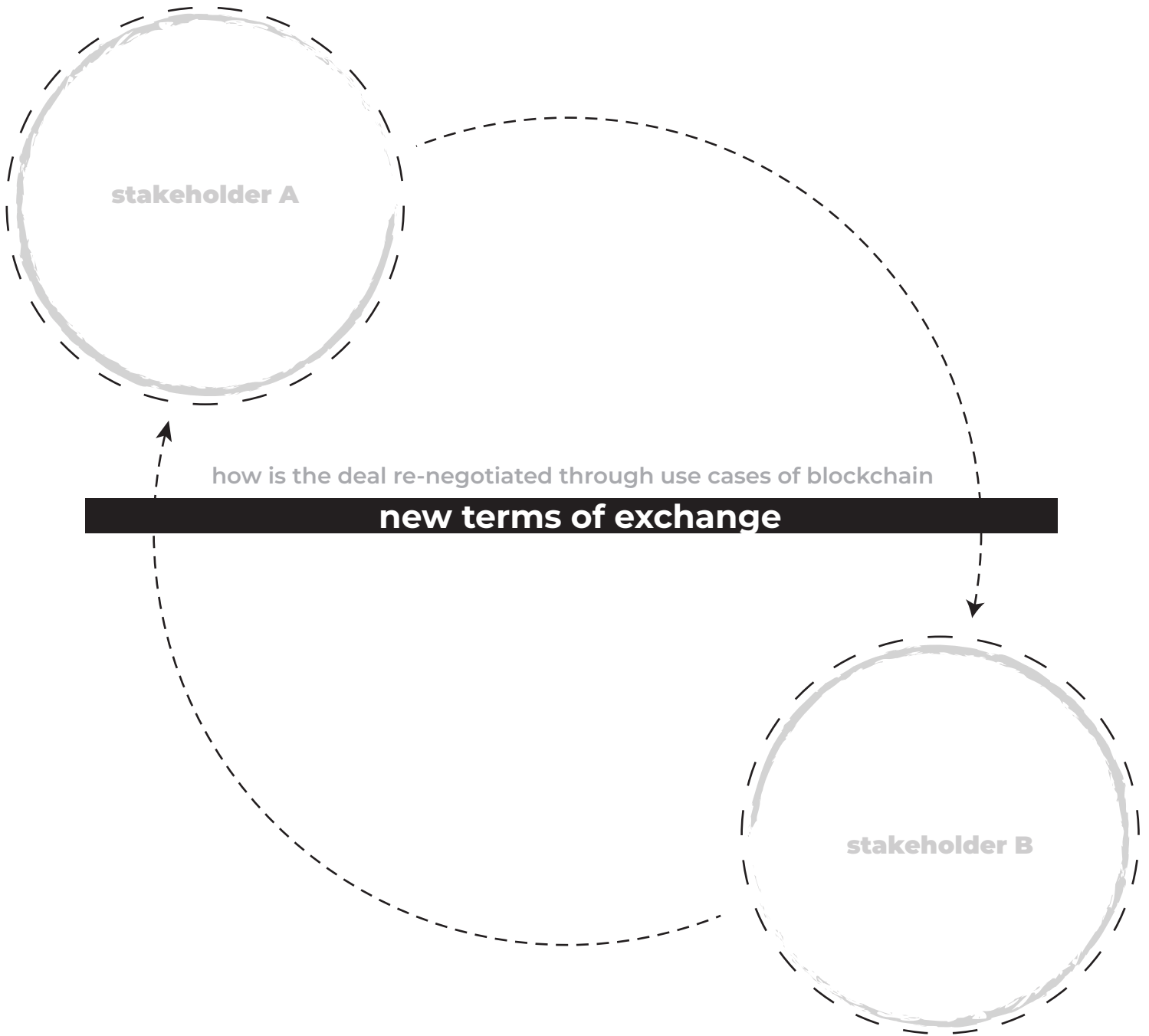
RESOURCES TO OFFER

INTEREST / MOTIVATION

each stakeholder has to look on this symbolic circular mirror and think about the reasons lead him/her to be part of this ecosystem.

stakeholder A

what each stakeholder gave to realize the deal

terms of exchange

stakeholder B

points of conflict or interesting comments

contract code

the stakeholders are negotiating and speculating in order to achieve deals and exchanges. This canvas help them to track the terms of each transaction.

exchange mapping

stakeholder A

how is the deal re-negotiated through use cases of blockchain

new terms of exchange

stakeholder B

extract terms which can form rules

re-think each transaction made during the role play game by exploiting functions
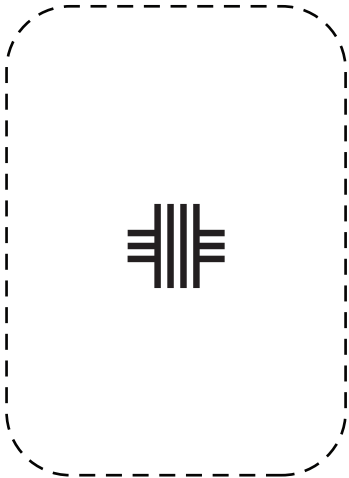and uses of blockchain technology
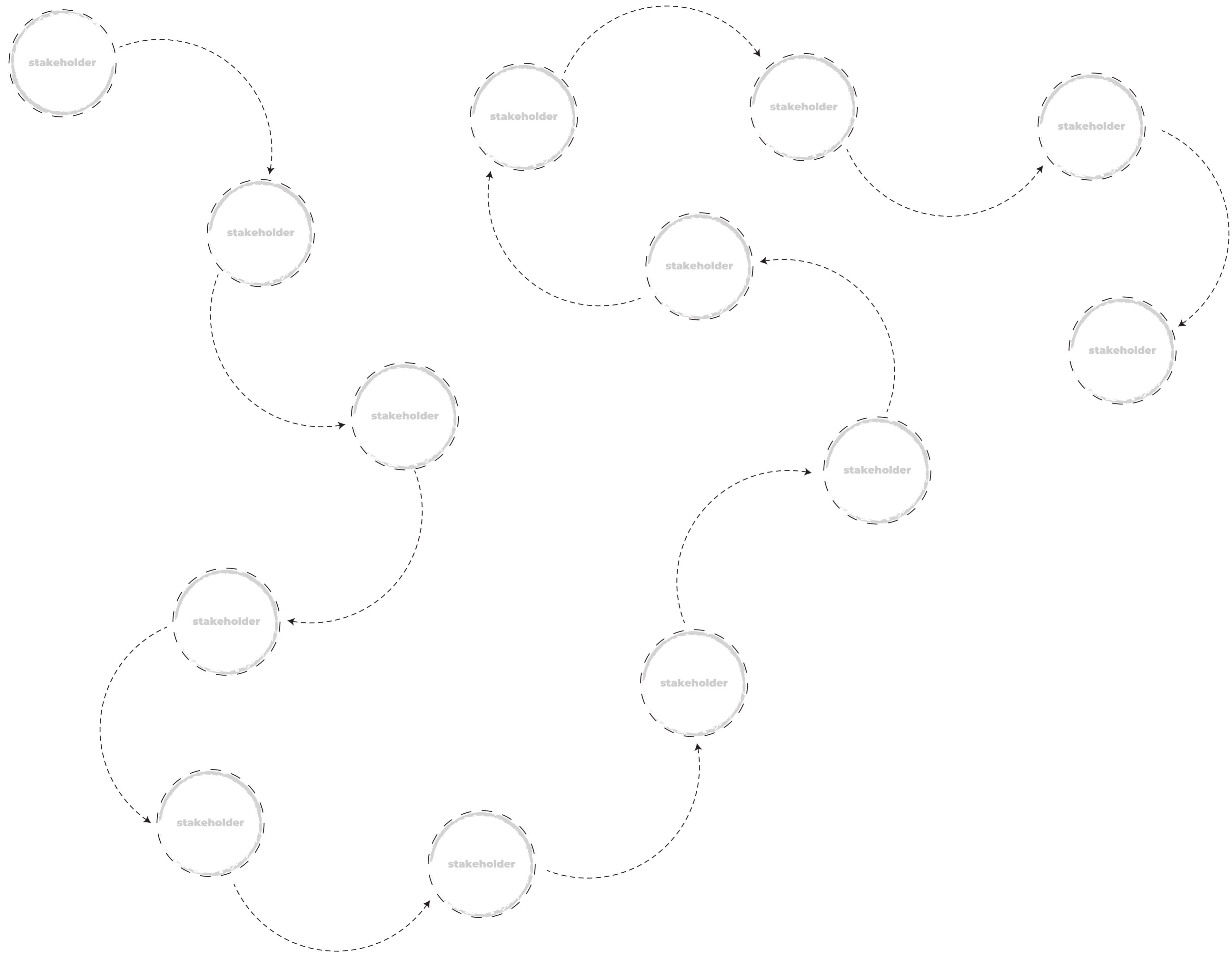
re-framing the deal

Token- Access or Use rights
(to share goods or services)

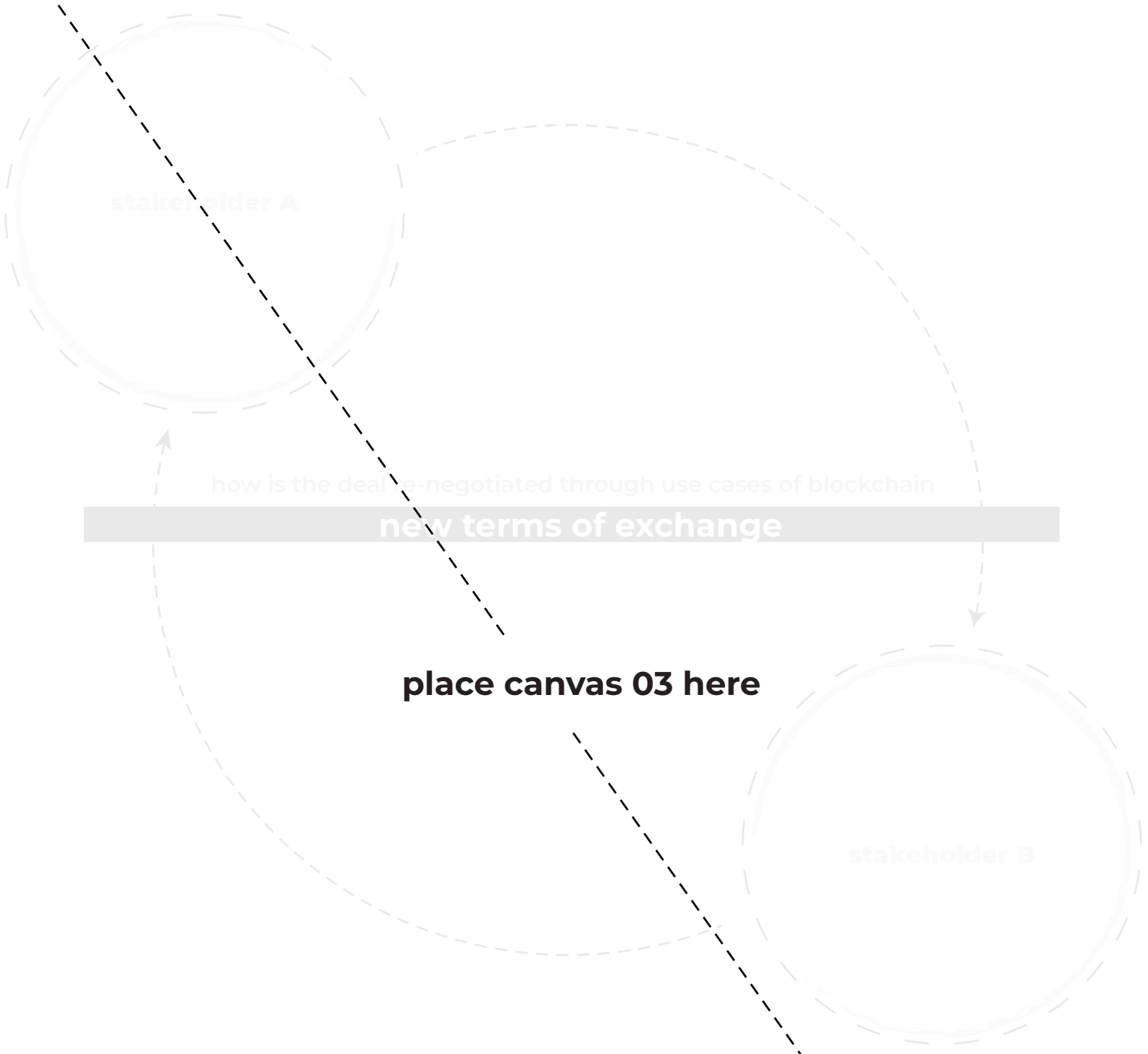**Token - discount coupon or other fidelity tools**

Smart Contract - Crowdsale

Smart Contract - Automatic Exchange of tokens

stakeholder

stakeholder

stakeholder

stakeholder

stakeholder

stakeholder

stakeholder

stakeholder

stakeholder

stakeholder

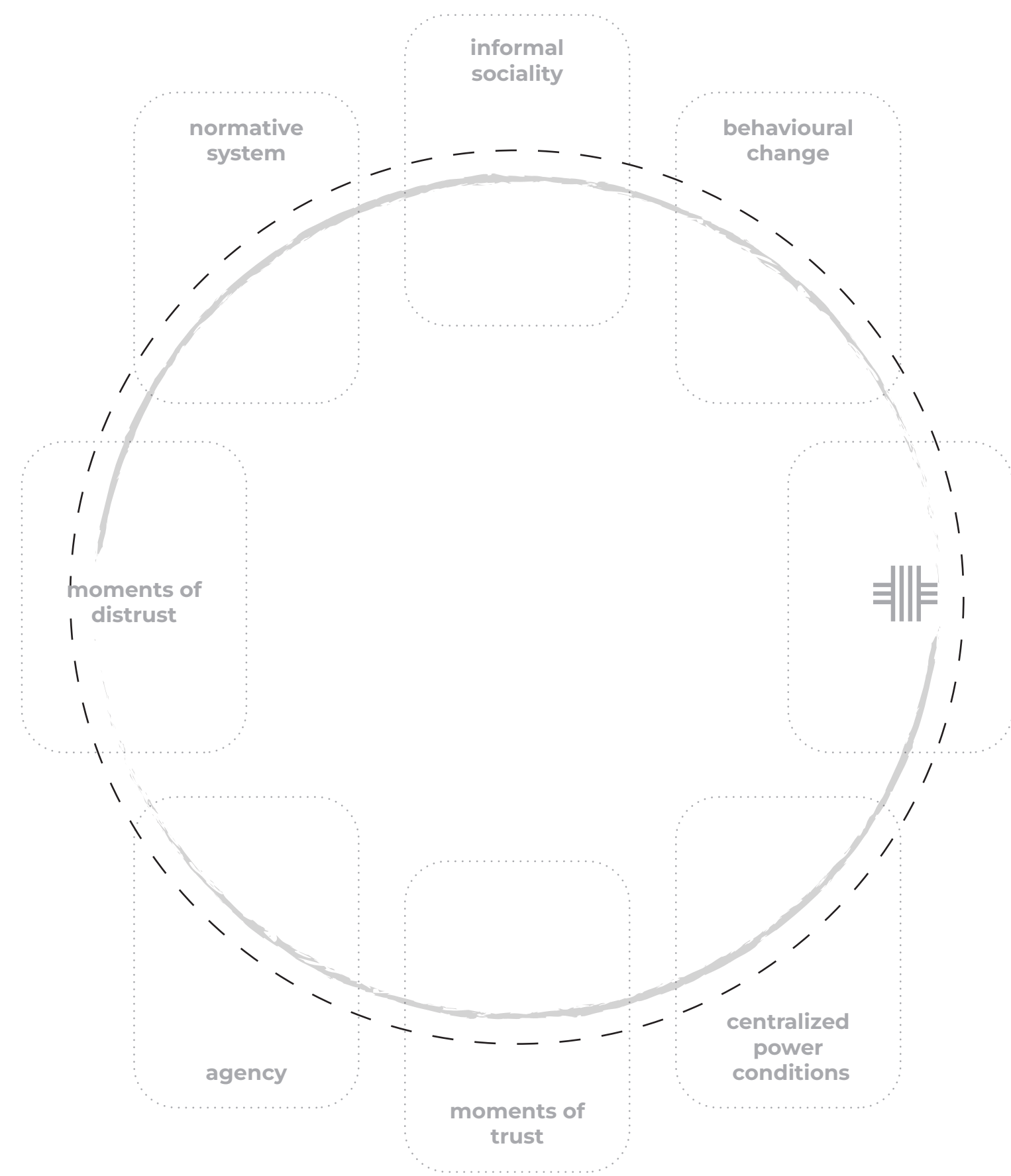stakeholder

stakeholder

decentralize community

based on the transaction made try to create a value exchange chain of your community. You can use this canvas as an overall mapping of the value produced for your community

value exchange chain

how is the deal re-negotiated through use cases of blockchain

new terms of exchange

place canvas 03 here

stakeholder A

stakeholder B

extract terms which can form rules

re-think each transaction made during the role play game by exploiting functions and uses of blockchain technology

re-framing the deal

informal sociality

normative system

behavioural change

moments of distrust

agency

moments of trust

centralized power conditions

critical thinking on ethical and political aspects of the system produced. Analysis of power relations between stakeholders and acknowledgment of potential changes

community reflection